LEGO® RACERS 2

Instruction Manual

Thank you for buying LEGO® Racers 2, just one of the great new software titles from LEGO.

At LEGO, we are constantly striving to set new standards in software by bringing the core LEGO values into this exciting new media. As with our play materials, our software titles focus on content and quality that will stimulate imagination and creativity in new ways.

By paying the greatest attention to consumer product testing we can pride ourselves on making sure our software is 100% kids compatible and deserving of the quality seal 'Kids Tested. Kids Approved.'

We are confident that this title will bring you hours of enjoyment. If you experience any difficulties at all with this product please do not hesitate to contact our customer services, who will be pleased to help you.

LEGO Software is all about fun, so if you love this title just take a look through the enclosed Demo CD-ROM to get a taster of the other thrilling titles in our range.

Contents

Computer

100% Windows® 95/98/ME DirectX compatible computer required. LEGO® Racers 2 is not compatible with Windows NT, OS/2, Linux or Windows emulated operating systems.

Minimum System Requirements

CPU	Pentium II 266 MHz, Pentium II 350 MHz or higher recommended
Memory	64 MB RAM or higher required
Video	16MB Hardware Accelerated Direct 3D compatible video card
Sound Card	100% Windows® 95/98/ME DirectSound compatible Soundcard required
CD-ROM	4-speed or faster CD-ROM or DVD drive required
Input Device	100% Windows 95/98/ME compatible keyboard required (Windows 95/98/ME compatible steering wheel/pedals, joystick and 6-button game controller supported)
DirectX	LEGO® Racers 2 requires at least DirectX 8a to be installed, which is included on this CD-ROM
Hard Disk	200 MB of free, uncompressed* Hard Disk space required

Note: Your system may require the "latest" Windows 95, 98, or ME drivers for your particular hardware. The CD-ROM must be present in the CD-ROM/DVD drive for the game to run.

* Uncompressed means that the hard drive has not been subjected to any form of file compression such as DriveSpace, which allows the hard drive space to be increased.

How to install LEGO® Racers 2

Place the LEGO® Racers 2 CD-ROM into your CD-ROM/DVD drive. After a few moments, the Install Screen will appear.
PLEASE FOLLOW THE ON-SCREEN INSTRUCTIONS CAREFULLY.

If, after a short time, the Install Screen does not appear, it may be that the Autorun function has been disabled on your computer.

To manually install LEGO Racers 2, double click on the "My Computer" icon on the desktop. Double click on the CD-ROM or DVD drive icon, and then follow the on-screen instructions carefully, or double-click on the 'Setup.exe' file, and follow the on-screen instructions carefully.

Let's start playing LEGO® Racers 2!

You must restart your computer if you have been running any other applications apart from the **setup program**. The game should always be played with as few other applications running as possible, and it is best to wait for hard disk activity to stop before running the game. If the LEGO® Racers 2 icon appears on your Windows® desktop double click on it to launch the game. Otherwise you can start by clicking on to:

Start
Programs
LEGO Media
LEGO Racers 2
LEGO Racers 2

How do I uninstall LEGO® Racers 2?

You may want to ask a grown-up to help you with this bit!

It is best to uninstall the game using the LEGO® Racers 2 uninstall option.

To uninstall the game, click onto:

Start
Programs
LEGO Media
LEGO Racers 2
Uninstall LEGO Racers 2

The uninstall option will help you remove files related to this program from your system.

Game Set-Up

Note: Any saved games will not be removed by using the uninstall option. These will have to be removed manually. Please refer to the 'readme.txt' file on the LEGO® Racers 2 CD-ROM for instructions.

How do I ensure that all of my DirectX drivers are certified?

DirectX 8a is included on the LEGO® Racers 2 CD-ROM. After installation of LEGO Racers 2, you will be asked whether you would like to install DirectX 8a. To install DirectX 8a, follow the on-screen instructions carefully.

Note: If you are unsure regarding any installation of DirectX drivers, then please contact your PC manufacturer, as DirectX can alter your video/sound card settings if not installed correctly.

With DirectX 8a, you can check for a successful DirectX setup by doing the following:

Click on **My Computer** (Desktop Screen)
Choose:
C:\ drive
Program Files folder
Direct X folder
Setup folder
Icon **DXDIAG** (Blue circle with yellow cross within it)

The screen that appears has multiple tabs along the top. You should click on the DirectX Drivers tab. All of the drivers are listed separately and you will find a Notes field along the bottom. Any problems encountered will be listed within the Notes field.

Most manufacturers of video cards and sound cards are releasing updated drivers for Windows 95/98/ME to meet the DirectX standard. You should contact the manufacturer of any component that is not supported and ask them about obtaining drivers that support DirectX.

If you have any problems running this game, please see the readme.txt file contained within the LEGO Racers 2 CD-ROM

Introduction

After he was beaten in the first LEGO® Racers game, Rocket Racer was heart-broken - he thought his racing days were over. Then, one day, while trudging sadly through Sandy Bay, he came across an advertisement for the planet Xalax, home of the race-crazy aliens, the Ramas. "Wow", he said to himself, "a whole planet of racers – sounds like my kind of place!"

He found the intergalactic portal, and he so impressed the Ramas with his driving talents, he earned their respect and friendship. His skills improved, and his confidence returned – he even built a better car and picked out some cool new clothes! Now, Rocket Racer has issued a fresh challenge to the LEGO worlds – come to Xalax and race against him and his alien friends to become Galactic Racing Champion!

You live in Sandy Bay, and when you hear of the challenge, you decide to try and make it to the Championship. But there are four other local inhabitants who would like to go to Xalax to represent the town, so you'll need to beat them first. Then, you must travel to three more LEGO worlds, to improve your skills and to win new parts for your car that together will help you beat Rocket Racer.

Quick Start

If you want to get racing straight away, here's what to do!

After the game has loaded, choose **1 Player** from the **Main Menu** using the Up and Down Arrow keys, and press Enter. Choose **Arcade**, then **Sandy Bay**, then any of the available tracks. Choose the number of laps (use the Left and Right Arrow keys), enter your name, choose a racer and finally a car. You'll then be taken to the start of the race!

Menus

To move through the menus in the game, use the Arrow keys on your keyboard, and press Enter to select. To go back, press the Esc key.

The first menu you'll see is the **Main Menu**, which gives you six options:

• 1 Player
• 2 Player - allows you to play against a friend
• Builder – allows you to build a car or a driver
• Game Options
• Load/Save
• Exit – select this option to leave the game

There's more information on the **1 Player**, **2 Player** and **Builder** options later in this manual.

Game Options

Selecting **Game Options** presents you with five more choices:

• Graphics
• Sound
• Controls
• Language
• Catch Up

Using the **Graphics Menu**, you can change the **Image Quality** (the special effects in the game like clouds and weather), the **Detail Level** (the amount of detail in the worlds) and the **Resolution** (the lower the resolution, the faster the game will run). You can also change the **Compression** (some graphics cards show 'textures' in different ways, this may help improve image quality - but only play with this if you have to!). Use the Left and Right Arrow keys to change each slider.

In the **Sound Menu**, you can control the volume of the music in the game (**Music Vol**) and the sound effects (**SFX Vol**) by using the Left and Right Arrow keys. You can also choose the quality of the sound using the same keys.

In the **Controls Menu**, you'll find two more options, which allow each player to choose the keys that they would like to use. If you're going to play the game in **1 Player** mode, choose the **1 Player** option. If you select **Choose Buttons**, you'll see a menu with the phrase "**Player 1**" at the top; while this phrase is highlighted, press the Left and Right Arrow keys to select the type of controller (keyboard or joystick) - you will be presented with a list of all the functions in the game to which new buttons can be allocated. Use the Up and Down Arrow keys to select a function (e.g. Accelerate), press Enter, and then the key (or joystick-button) you would like to use for that function.

To change the language the game uses, select the **Language** option, and use the Left and Right Arrow keys to move through the choices, and then press Enter.

Catch Up is a feature that automatically sets the game's difficulty level, based on how well you are playing. Use the Left and Right Arrow keys to toggle this feature On or Off.

Load/Save

The **Load/Save** option from the **Main Menu** allows you to save your best lap times, and any cars and characters that you've designed, or load those that have already been saved back into the game.

Every time you save, your last save will be overwritten. If you've achieved a new best time during the game, or built a new car, make sure you save before you exit LEGO® Racers 2.

In LEGO® Racers 2, it's easy to build the racing car of your dreams! There are lots of LEGO bricks with which to build. You can also create your LEGO driver too. When you select **Builder** from the **Main Menu**, you will be offered two choices:

Car Builder

Controls

Cycle through bricks/brick categories	Left and Right Arrow Keys
Move bricks	Arrow Keys
Delete brick/Cancel/Back	Esc
Select brick/brick category	Enter
Select previously placed brick	2 on Number Pad
Select next placed brick	8 on Number Pad
Rotate brick a quarter turn (90°) left/anti-clockwise	4 on Number Pad
Rotate brick a quarter turn (90°) right/clockwise	6 on Number Pad

In the **Car Builder**, you can choose a pre-built car, or build your own vehicle. First select a set of bricks with which to build – they're organized by the world they belong to and they become available if you can reach that world in the **Adventure** mode.

To select a pre-built car, choose the picture of a garage from the bar at the top of the screen using the Left and Right Arrow keys, and press Enter. Use the keys again to cycle through the models and press Enter again. Choose the ✓ symbol, and press Enter one more time.

Car building is very easy, and Sparky is always on hand to help. Cars are built from the chassis up (a chassis is the name for a car's wheel base). Only the top layer of bricks can be altered. If you need to change a brick that sits below others, all the bricks on top of it must be deleted. At first, only the chassis category is available – choose one using the Left and Right Arrow keys and press Enter. Chassis cannot be moved or rotated.

After choosing your chassis, you can place 19 more bricks. You can see the number of bricks you have left at the bottom of the screen.

To help you place bricks, there are two windows. On the right, you can see a 3D model of your car; on the left, a top-down view. Use the Left and Right Arrow keys to cycle through the brick categories, and press Enter to choose one. The bar at the top will change to show all the available LEGO® bricks in that category.

Rectangular Bricks

Windscreens

Sloped Bricks

Accessories

Assorted bricks

Use the same keys to choose a brick – it'll appear in the two main windows. Press Esc to cancel the brick and choose another, or press it again to go back to the brick categories.

When you have selected a brick, use the Arrow keys to move it around, and the 4 and 6 keys on the Number Pad to rotate it. The **Car Builder** works just like real LEGO – bricks need studs to connect to; if a brick can't connect, it will bounce up and down. Press Enter to place the brick, and it will appear in position. An identical brick is placed under your control. Press the Esc key to move back up to the **Brick Selection Bar** at the top and choose a different brick. Or, use the 2 and 8 keys on the number pad to move bricks that have already been placed. The selected brick can be moved in exactly the same way as a new brick. Finally, select the ✓ symbol and press Enter to finish.

Character Builder

Here, you can design a LEGO® driver for your car. It works in a similar way to the **Car Builder**, and Sparky will again help you through the process.

Start with a head for your driver. Use the Left and Right Arrow keys to cycle through the different faces, and press Enter to select it, or the Esc key to go back. After pressing Enter, you'll move on to the hat, then the chest, and finally the legs.

Controls

Left/Steer Left	Left Arrow Key
Right/Steer Right	Right Arrow Key
Up/Accelerate	Up Arrow Key
Down/Reverse	Down Arrow Key
Brake	Space
Use Power-up	1
Use Brick Boost	2
Pause/Options	Esc
Talk	3
Look Behind	4
Next Homing Missile Target	5
Previous Homing Missile Target	6
Fast Forward Conversation	Enter

If you like, you can change the controls by choosing **Game Options** from the **Main Menu**.

Checkpoints

When racing in LEGO® Racers 2, you must make sure that you go through every Checkpoint on the track, in the correct order – it's the only way to win the race! The Direction Arrow at the top of the screen will point you towards the next Checkpoint.

Losing Bricks and Using the Pits

Be careful when you drive around the tracks of LEGO® Racers 2 – if you crash into objects, LEGO bricks will break off your car! Some Power-ups, when used by other drivers, will also damage your car.

You can get bricks back by driving into the Pit Lane on each track. If you lose all your bricks (the car chassis counts as one brick), then you'll have to make your way to the Pits on foot!

Power-ups

During races, you'll find lots of Power-ups floating above the tracks. Drive through them to pick them up. The computer will then cycle through the 7 different types, and will finally settle on one, chosen at random. You can watch this happening in the Current Power-up indicator on your screen. During this cycle, if you see one you like, press the Use Power-up key as fast as you can. The computer will give you whichever Power-up was shown when you pressed the button.

Press the Use Power-up key to use each one. You can't pick up a new Power-up if you're already carrying one.

Each Power-up has a different amazing effect, and all but one have an advanced use. Some work quicker than others, which affects how soon you can pick up another one. After activating a Power-up, you can see the time it takes to work ticking along in the Power-up indicator on your screen.

This disc travels in a straight line, bouncing off the landscape, until it runs out of power or hits a car.

Advanced use: You can fire the disc at cars that are behind you by holding down the Look Behind key, and then the Use Power-up key.

This Power-up creates a bubble around your car, which grows in size until it bursts, unleashing the power of a thunderstorm on other cars!

Advanced use: Rather than just pressing the Use Power-up key, try holding it down for at least a second. The bubble will grow as before, but when you let go, it'll drop on to the track. It will continue to grow, but if another car hits it, it'll explode (and that car will take double the damage of other cars nearby). The longer the bubble stays on the track, the more damage it will do, but your car will not be affected. But be careful – make sure you drop it within five seconds, otherwise it'll explode and your car will take double the normal damage.

This Power-up is a powerful homing missile that finds its target, just like a bloodhound. When you gain this Power-up, you'll see a target appear on the nearest car in front of you. Press Use Power-up to shoot the missile at this car. The car doesn't need to be directly in front of you – the missile will find its target!

Advanced use: Press the Next Homing Missile Target key or the Previous Homing Missile Target key to target the car of your choice then press the Use Power-up key to shoot the missile. This way you can target any car in the game.

This Power-up sends a big rocket with a spinning drill at the front after your opponents. When fired, it will shoot off in a straight line, damaging every car in its path, until it hits the landscape or a building.

Advanced use: This Power-up can also be used as a speed-boost. Rather than pressing the Use Power-up key and letting go, keep holding it. Your car will become attached to the rocket and you'll be dragged down the track until you let go of the key. Be careful where you use this function, as you will have no control over the direction of the rocket. Also, make sure you let go of the key before it explodes, otherwise your car will be damaged.

This Power-up makes you invisible for a little while. Other players will find it harder to hit you, and the homing missile won't be able to lock on to you. Also, you'll be able to overtake other players unnoticed.

Advanced use: While in stealth mode, you'll have the ability to steal another player's Power-up by bumping into them; don't worry, you won't lose any bricks from your car when you do this. To help you choose, you will be able to see an icon of the Power-up that each player is carrying (if they've got one) over each car.

This Power-up creates a spinning whirlwind that drops onto the track behind your car. It will then start growing, but if nobody drives into it, it will disappear after 5 seconds. When a car hits the vortex, it will spin around, out of control, and will also take some damage. This Power-up can be very effective if you drop it somewhere where it's difficult for other drivers to see it, such as after a bend.

Advanced use: Instead of just pressing the Use Power-up key, hold it down. The whirlwind will stay attached to your car, and as it gets bigger, it will act as a shield. But make sure you let go, and drop the vortex within 5 seconds, otherwise you will get caught up in it - you will lose control of your car and it will be damaged too.

With this Power-up, all of the other cars in the race will begin de-constructing when you press the Use Power-up key. It will last for 6 seconds, and every 2 seconds, a layer of LEGO® bricks will disappear from your opponents cars!

As this Power-up is so powerful, it doesn't have an advanced use.

Racing in LEGO® Racers 2

Brick Boost

In LEGO® Racers 2, as you lose bricks from your car, points will be added to the line of LEGO bricks at the top of the screen – we call it the Brick Boost. When there are points in the Brick Boost, you can press and hold the Use Brick Boost key, and you will get a sudden burst of speed. If you want to return to normal speed before the Brick Boost runs out, let go of the key. If you wait until the Brick Boost is full, you'll get a mega-speed-boost!

Pause Mode/Options Menu

You can pause the game during a race by pressing the Esc key. This will also bring up an **Options Menu**, with five choices:

• Resume – Continue the race
• Restart
• Music Vol – Use the Left and Right Arrow keys to adjust the music volume
• SFX Vol - Use the Left and Right Arrow keys to adjust the volume of the sound effects in the game
• Quit Race

1 Player Mode

When you select **1 Player** from the **Main Menu**, another menu will appear with five new options:
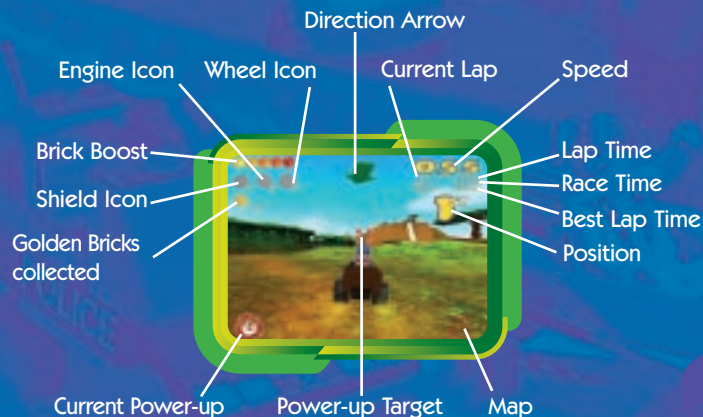
• Adventure
• Arcade
• Best Times
• Time Attack
• Bonus Games

Adventure

The **Adventure** mode is the main game in LEGO® Racers 2. It's here that you will move through the LEGO worlds in your quest to challenge Rocket Racer on Xalax. By winning races in **Adventure** mode, you will unlock tracks to play in other modes.

You will first be given the choice of starting a new game or continuing one that you saved earlier. If you start a new game, you will be asked to type in your name, and be given the chance to design a driver and build a car before you start. If you would like to choose a car that you have already built, select the garage symbol from the bar at the top of the screen.

Racing Screen

Direction Arrow
Engine Icon   Wheel Icon   Current Lap   Speed
Brick Boost   Lap Time
Shield Icon   Race Time
Golden Bricks   Best Lap Time
collected   Position
Current Power-up   Power-up Target   Map

We'll explain a few of these in more detail.

Best Lap Time – this is the best lap time so far for this track on your computer.

Power-up Target – this shows the car that the homing missile is targeting.

Direction Arrow – this arrow points towards the next Checkpoint (in a race) or your next goal (such as a jump point or an important character). When you're really close, the arrow will zoom off and point to its position on the screen, so you know exactly where you need to go.

Engine, Shield and Wheel Icons – When you have won one of these items, it will appear in one of these positions. The numbers next to each icon show the number of Car Bonus points that you have allocated to each item (Car Bonus points are won by completing **Bonus Games**).

Non-Racing Screen

Brick Boost   Wheel Icon

Engine Icon   Speed

Shield Icon

Golden Bricks   Direction Arrow
collected
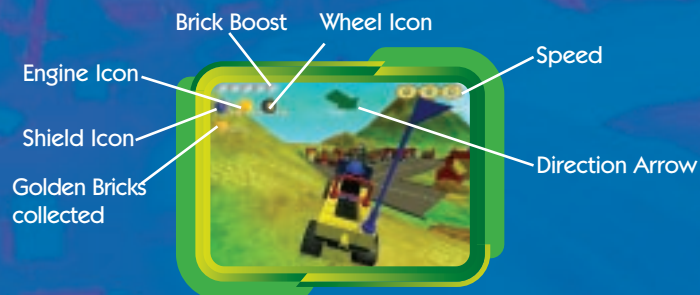
Local Characters

In Adventure mode, you'll meet Sparky, Sandy Bay's mechanic, who'll help you build a car, design your character and show you how to drive around. There are lots of other people to meet in Sandy Bay and the other LEGO® worlds. If you see someone, drive up to them – if they want to talk to you, you'll see a speech bubble appear above them. If you'd like to talk to them, press the Talk button. If you've already met them, press the Enter key to fast forward through the conversation.

Golden Bricks

You'll have to beat the four Sandy Bay drivers before you can move on to other LEGO® worlds. To buy tickets to each world, you'll need to get some Golden Bricks. One Golden Brick is awarded for winning a race (except for Boss races), but in each world, there are also three hidden Golden Bricks for you to find. Try talking to the locals – they may be able to give you some clues to help you. If you collect all the Golden Bricks (there are 35 in all) and complete the game, Sparky will give you a special surprise when you go back to Sandy Bay!

Jump Points

After you've beaten all four Sandy Bay racers and won enough Golden Bricks, you will be able to go to the jump points to the other LEGO® worlds. To find them, follow the Direction Arrow at the top of the screen. Providing you have enough Golden Bricks, you can go to any world you wish.

Bonus Games

Each world in LEGO® Racers 2 has its own **Bonus Game**. To reach them, you'll have to find the hidden portals – there are two on every world. The first one you find will take you to the normal version of the game; the second one will take you to a tougher version. You don't have to complete the normal game to be able to find and play the harder version. Once you've found a vortex, it will appear in the Foyer of that world so that you can play the game any time you like (except on Sandy Bay).

- **Sandy Bay: Taxi Service**. The local taxi driver has asked you to stand in for him. Use the on-screen Map to pick up passengers and take them to their destinations.
- **Dino Island: Fuel Hunt**. The Research Outpost is almost out of fuel, and soon they won't be able to run their vehicles and protect the dinosaurs. Help the Adventurers by collecting fuel barrels from around the island, using the on-screen Map. You can only carry 5 barrels at a time, though, so you'll need to drop them off at the Research Outpost every so often before collecting more.
- **Mars: Power Crystals**. Doc is trying to re-power the crashed Shuttle, and needs a few Martian power crystals to do so. Help collect them, but drop them off at the Shuttle every so often so that you've got room for more.
- **The Arctic: Weather Balloons**. There's a storm coming into the Arctic Base. Help the scientists collect their missing weather balloons, but drop them off every now and again, otherwise your car will become lighter, and harder to control, until eventually you'll float away!
- **Xalax: Drones**. Intercept moving drones, and drop them off every so often at the Drop Point, so that you've got room in your car for more.

You must complete each challenge before the time limit runs out. To collect objects, just drive over them. Some are guarded; if a guard catches you, you'll drop all of the items you're carrying, and you'll have to pick them all up. If some of the items fall into water or lava, they will be lost; if the number of items that you can collect becomes less than the number needed to complete the game, then the game is over.

When you first complete each Bonus Game, at both difficulty levels, you will be awarded a Car Bonus point. These are small improvements that can be added to either the Engine, Shield or Wheels prizes. You must decide where you would like to allocate the points, but each has a maximum of 10. You don't have to have won an item in order to allocate points to it, and the Car Bonus points will still help you, even without the item.

Foyers

When you travel to a new LEGO® world, you will start in the Foyer – a large room that allows you to go to each of the tracks and the **Bonus Games** (if you've found them!). Sparky will also be here too, and he can save the game for you. There's also a doorway that will take you back to Sandy Bay.

Each world has four tracks, and you can race them in any order you like. Each track has its own doorway – just drive through it to go to the start of the race. If you win a Golden Brick on a track, a picture of the Brick will appear above the appropriate Foyer doorway – that way, you'll know which tracks you've completed. When all four Golden Bricks have been collected, another door will open in the Foyer which leads to the Boss Track.

There's no Foyer on Sandy Bay, so you must use the **1 Player Menu** to access the **Bonus Games**, or find the hidden vortices again.

Bosses

There are three Boss drivers in LEGO® Racers 2, and, if beaten, each will give you a car part that will help you in your quest to beat Rocket Racer.

On Dino Island, you'll meet Sam Sanister. He will drop treacherous oil slicks behind his car to try and slow you down. He'll use all the Power-ups, but he can be hurt by your Power-ups too! If you beat him, he'll give you a much better engine that will increase your speed.

On Mars, you'll race against Riegel, the head Martian. He drives a Giant Mech with amazing shields. That means he can't be hurt by Power-ups, but he can't pick them up either – this race is about pure speed! If you beat him, Riegel will give you a Martian shield generator to make your car tougher.

In the Arctic, you'll be challenged by The Berg, a large ice-monster who doesn't even need a car! Like Riegel, he can't pick up weapons, nor is he affected by them. The Berg can create giant ice stalagmites behind him, though, so drive carefully! If you beat him, he'll give you super-grip wheels.

In order for Rocket Racer to invite you to Xalax, you must beat all three Bosses.

Xalax

Like Rocket Racer, you'll need to travel to Xalax via the intergalactic portal on Sandy Bay. When you're invited to go, the Direction Arrow will show you how to find it. On Xalax you will first race against the very best Ramas racers on four qualifying tracks; only after completing these will you be worthy to take on Rocket Racer, the greatest driver in the galaxy!

Pause Mode/Options Menu

Even when you're not racing, you can **Pause** the game and access the **Options Menu** by pressing the Esc key. It works in much the same way as the menu that appears when you press the same key when racing. You can adjust the volume of the game through this menu.

You can also save your progress in the **Adventure** - use the **Save Game** option, and next time you play the **Adventure**, select **Continue Game** from the **Adventure Menu**. Each time you choose **Save**, you will over-write your last saved game.

Select **Resume** and press Enter to return to the game. To leave **Adventure** mode and return to the **Main Menu**, select **Quit Adventure** and press Enter.

After a race, you are given five choices
- Continue
- Play Again
- Action Replay - see page 23
- Explore - in every world except Sandy Bay, you can choose to explore off-road
- Quit Adventure

Arcade

When you first play LEGO® Racers 2, all four Sandy Bay tracks will be available in **Arcade** mode. After that, all the tracks from any of the worlds you can reach in **Adventure** mode can be played in **Arcade** mode. Boss tracks can also be played in **Arcade** mode as long as the Boss has been beaten in **Adventure** mode, but you will not be able to race against the Boss himself.
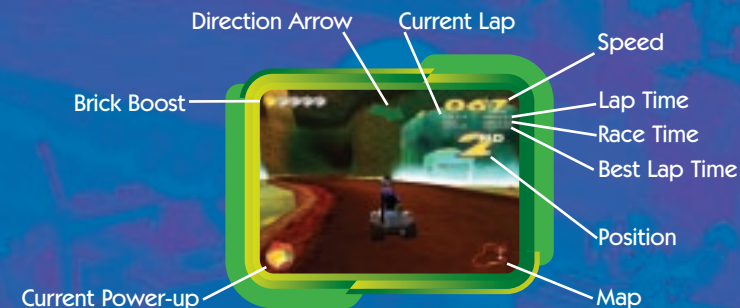
Choose a world, then a track, then the number of laps (use the Left and Right Arrow keys), and enter your name. Then choose a driver and a car, and enter the race. Use the Left and Right Arrow keys to move through the cars, and Enter to select one. Then choose a driver, from either your character in the story, other characters that you have designed, or a range of other racers. If you make a mistake, don't worry – you will be given the chance to go through the sequence again before you race.

You won't be able to talk to other LEGO characters in **Arcade** mode, nor will you win Golden Bricks for finishing first. There are no hidden Golden Bricks and **Bonus Games** in **Arcade** mode either.

After a race, press Enter to move on. You will see another menu with three choices:
- Play Again
- Action Replay – Play back the last race using this option. During the replay, press the Esc key to bring up a menu that allows you to **Quit**, return to the replay, or watch it from the start again.
- Quit – Returns you to the **Main Menu**

Racing Screen

Direction Arrow · Current Lap · Speed · Brick Boost · Lap Time · Race Time · Best Lap Time · Position · Current Power-up · Map

Best Times

Select **Best Times** from the **1 Player Menu**, and choose a LEGO® world. Then, highlight one of the tracks, and the best lap time will be displayed. Select the **Exit** option to go back.

Time Attack

Time Attack mode allows you to try and beat the current fastest lap time recorded for each track on your computer. After the first lap, you'll be joined by a 'ghost car' that you can race against; the car represents the fastest lap you've achieved since you entered **Time Attack** mode. You can take as many laps as you like to try and beat the car. Like **Arcade** mode, you can only race on tracks from worlds that you can reach in **Adventure** mode. When you first load the game, all four Sandy Bay tracks will be available in **Time Attack** mode. Choose a world and track, enter your name, and then pick a racer and a car.

Racing Screen

Direction Arrow   Current Lap

Speed
Lap Time
Race Time
Best Lap Time

Current Record Holder

Map
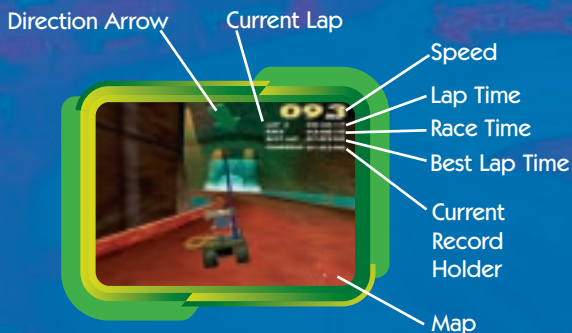
Bonus Games

Using this option, you can play any of the **Bonus Games** that you have found during the **Adventure**. Choose the game you'd like to play (select **Sandy Bay**, for example, if you would like to play the game found there, Taxi Service), then choose the difficulty level. Press Enter to start playing.

After the game, you can choose from two options:

• Play Again
• Quit Bonus Game – which takes you back to the **Main Menu**

For more information on the **Bonus Games**, please turn to page 19

Racing Screen

Objects being carried

Speed
Time remaining

Objects delivered to base

Map

Dino Island, Arctic, Mars, Xalax

Customer being carried

Speed
Time remaining

Satisfied customers

Map

Sandy Bay

When you choose **2 Player** from the **Main Menu**, you will be able to play against a friend in the **Arcade** mode, **Battle** mode and **League**.

The preparation for each race is slightly longer in **2 Player** mode. After you've chosen the world and track, Player 1 should enter their name, choose a character and then a car. Player 2 should then do the same.

If both players are using the keyboard to control their cars, we recommend that you redefine the keys through the **Game Options** section on the **Main Menu** (see page 9).

Arcade

Arcade mode plays in exactly the same way as **1 Player** mode.

League

In **2 Player** mode, you can to choose to race across a number of tracks in sequence. You can choose to race across between 1 and 10 tracks. The player that wins the most races is declared the overall winner.

First, enter your name, choose a character and then a car; Player 2 should then do the same. Then you can choose which tracks make up your **League** – again, the tracks are limited to those that belong to worlds that you can reach in the **Adventure**. Choose a world, then a track, and the number of laps (use the Left and Right keys). You can also remove tracks, change tracks and randomly select tracks. When you're happy with your **League**, select **Start Game**, and press Enter.

The racing screen in the **League** displays the same information as in **Arcade** mode (see page 23).

Battle

Brick Boost — Speed

Direction Arrow —

Current Power Up — Position

Map

Why not challenge a friend to a battle in each of the LEGO® worlds? There are no tracks – you are free to drive anywhere you like. Both players can collect Power-ups to use on their opponent. The first player to lose all of the bricks from their car is eliminated from the game, and the other player is declared the winner! Choose a world, then each player should enter their name, choose a driver and a car.

ATTENTION TO DETAIL LIMITED.

Stuart Tilley - Producer
Gavin Cooper - Assistant Producer
Tim Swan - Lead Programmer
Steve Bennett - Renderer Programmer
Rob Baker - Renderer and Effects Programmer
Geoff Browitt - Front End Programmer
Glen Watts – Artificial Intelligence
Jon Brightwell - Sound and Installer Programmer
Programmers - Lyndon Sharp, Jason Bell, David Christie, Olivier Renault

Designers - Mike McCurdy, Neil Wigfield

Richard Priest - Lead Artist
Artists - Robert James, Tony Heap, Jimmy O'Ready, Chris Oxenbury, John Dunn
Ben Blethyn - 2D Art
Animation - Alan Paul, Ben Blethyn

John Dunn - Jump Point FMV

John Davies - Game and FMV Sound Design
John Hancock - Audio Manager / Musician
Stafford Bawler - Lead musician
Steve Maloney - Musician

Chris Gibbs - Managing Director
Fred Gill - Technical Director
Dene Landucci - PR Guru

ARTWORLD UK LIMITED

Rob Dorney - Intro FMV

LEGO® SOFTWARE

World-wide Managing Director – Mark Livingstone

Product Development
Alex Camilleri - Senior Producer
David Williams - Producer
Gary Simmons – Assistant Producer
Wayne P Gardner - Producer's Assistant

Testing & QA
Kevin Turner - Head of Software Operations
Group Leads - Nick Bodenham, Andrew Donnelly
Lead Testers – Stephan Manners, Warren Leigh
Testers – Karl Fentiman, Kieron Clarke, Eddie Hayden, Daley Salami, Alex Shepherd
Technicians - James Dobbs, Alex Mundy and Jason Reast-Jones
Desmond Gayle – Code Supervisor
Thanks also to the rest of QA for their valuable input.

Localisation
Isabelle Martin – Localisation Manager
Neil McKenna - Localisation Test Manager
Garry Mullet - Localisation Co-ordinator
Localisation Testers - Fritz Ehlers, Noam Halby, Pasquale Stacchiotti, Hicham Rakim, Conrado Dorado

Logistics
Nic Ashford - Head of Logistics
Robert Boyle – Logistics Controller

International Marketing
Sarah Radford – Marketing Manager
Martin Williams – Product Manager
Mary Jane Brett – Production Manager
Tim Price – Market Research Manager
Nicola Sunshine - Marketing Assistant

International Sales
Leah Kalboussi - Global Sales Director

Additional Thanks
Special thanks go to all the children who gave their valuable input throughout the development of this title.

Technical Support

Technical Support: 0870 600 3003
Fax: 0870 600 3004
E-mail: legomedia.europe@lego.com

World Wide Web: www.LEGO.com/software

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

- Speed and Manufacturer of your Processor.
- Make & Model of your Sound Card and Video Card.
- Make & Model of your CD-ROM or DVD Drive
- Amount of RAM present.
- Any additional Hardware and Peripherals.
- Any error information.

Note - If you have any problems in obtaining any System Information please consult your System supplier.

100% Satisfaction Guarantee

30 days Full Refund Guarantee.

If you are not completely satisfied with this LEGO Software product, you are entitled to return it within 30 days to LEGO Software for a prompt and full refund. Provided that the complete product is returned, i.e. undamaged, and includes all materials from the box you purchased, and provided that you present the original receipt. The above is in addition to, and does not affect, your statutory rights as a consumer.

Please contact Customer Services for details.

Epilepsy Warning

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms - dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions - discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch.

Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games

games.